

# *PM Battle Command*

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# About PM Battle Command

- Mission
  - Provide the core environment and common services baseline of tactical Battle Command
  - Direct acquisition management, development, implementation, deployment, and training in support of migration to a Service Oriented Architecture supporting the Army Battle Command Migration Plan, and the sustainment of legacy tactical C2 systems.



# Challenge

- Shifting Army Battle Command from a system centric architecture to a Net centric architecture
  - Synchronizing the PM community on a single vision
  - Migrating away from stove pipe systems
  - Minimizing the impact of migration to SOA on tactical operations



# Solution

- FY06-09 – Battle Command Services Enabled (SoS)
  - Standardizing the Battle Command infrastructure
    - Net Centric Battle Command Server suite - Battle Command Common Services (BCCS) - Provides a common set of enterprise class services
      - Email, Security, Web Portal, System Updates, data dissemination.
      - Interoperability Services: Web Apps, C2 Data & Services, Etc.
  - Initial migration to services with the focus on ABCS as a system of systems. Interfaces between ABCS and others is done at the data level using Data Dissemination Service (DDS).



# Solution - continued

- Moved from system to services thinking
  - System of BFA Systems, Clients start to interface via services
  - Services start to replace servers & utilize common set of data
  - Changed the mentality of system developers to utilize/host their capabilities on a BCCS server



# Results

- Speed to fight
  - Smaller infrastructure footprint (physical and logical)
  - Enables accelerated development of new and improved capabilities.
- Lower cost in both \$\$ and impact on Warfighter workload
  - Reduces capability development cost over time
  - Reduces overall O&M load on Signal assets in Unit
- Creates a foundation for Battle Command capability development to be a more agile process and sets the conditions for an iterative approach to SOA

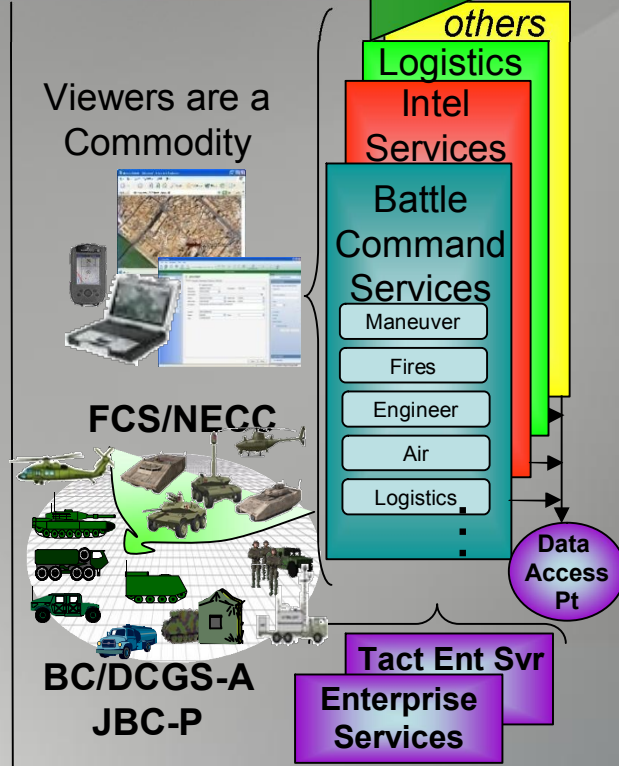
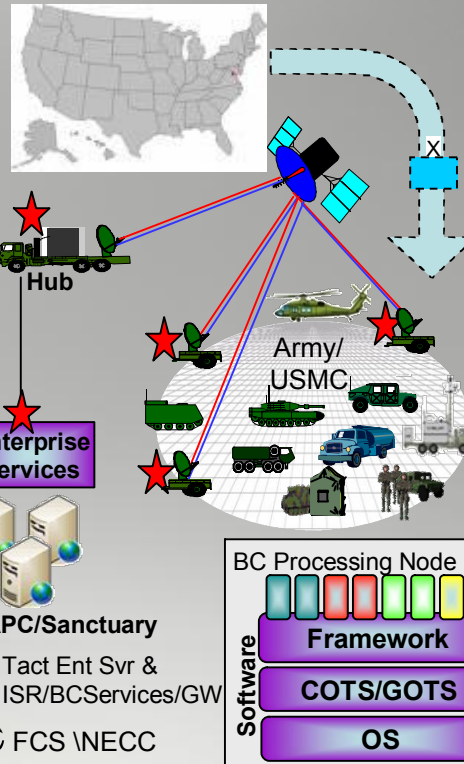
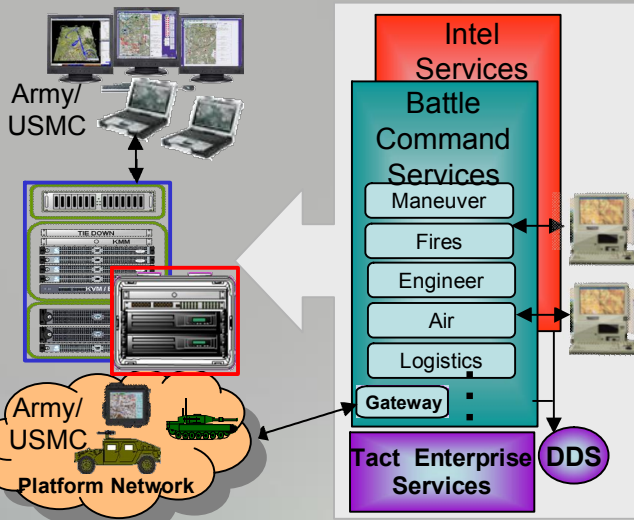
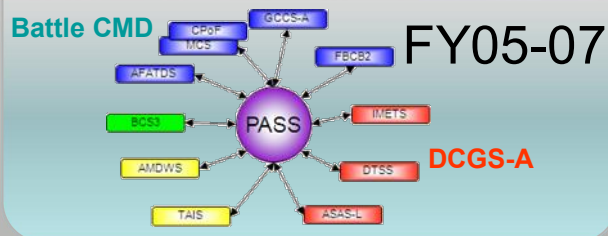


# Mission & Objectives (POM 10-15)

FY07-09

FY10-12

FY13-16



## Service Enabled (SoS)

- Centralized service for Data exchange using standard schemas
- System of BFA Systems, Clients start to interface via services
- Services start to replace servers & utilize common set of data

## Service Enabled (Enterprise)

- Common Viewers (Web, Client, Platform)
- Interoperable Service infrastructure Tactical – Strategic (Tact Ent Svr)
- Support Range Of Military Operations
- Integrate services provided by others (DCGS-A, COIs, FCS, NECC, ...)

## Network Enabled

- Viewers downloaded on demand
- Domain Specific Services that utilize common set of data
- Clients interface thru services
- Interoperable across Joint, Coalition & Multi-agency



“It’s about information and collaboration –  
not the viewer/system.” BG Nick Justice





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# BACKUP SLIDES



# Solution – FY10-12

- FY10-12 – Battle Command Services Enabled (Enterprise)
  - Extend the focus on services from SoS to being part of the enterprise
    - Interoperable Service infrastructure Tactical – Strategic (Tact Ent Svr)
    - Support Full Spectrum Operations
    - Integrate services provided by others (DCGS-A, COIs, FCS, NECC, ...)
    - Migrating end user systems to generic Battle Command processing nodes (notebook computers) that reach to services on the network that form battle command capabilities.



# Solution – FY13-16

- FY13-16 – Battle Command Network Enabled
  - GIG will ensure robust and redundant network availability to the modular force. BCCS will not have to deploy the infrastructure for primary user and system consumption at the TOC LAN
    - Viewers downloaded on demand
    - Domain Specific Services that utilize common set of data
    - Clients interface thru services
    - Interoperable across Joint, Coalition & Multi-agency

